

**IN THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A system, comprising:  
  
a ~~first~~ unit to generate an interactive 3-D electronic programming guide (EPG) using at least one of a plurality of objects stored at a user's location; and  
  
a communication module coupled to a network to receive localized content ~~from a separate computer device~~.
2. (Currently Amended) The system of ~~Claim~~ claim 1 wherein the system comprises a set-top box, a television, or a VCR.
3. (Currently Amended) The system of ~~Claim~~ claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.
4. (Currently Amended) The system of ~~Claim~~ claim 1 wherein a memory in the system contains ~~[[a]]~~ said at least one of plurality of objects associated with current programming events, a first class of objects providing plurality of virtual worlds included in the 3-D EPG.
5. (Currently Amended) The system of ~~Claim~~ claim 4 wherein the memory in the system includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
6. (Currently Amended) The system of ~~Claim~~ claim 5 wherein the second set of objects includes said localized content.

7. (Currently Amended) The system of ~~Claim~~ claim 4 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce.
8. (Currently Amended) The system of ~~Claim~~ claim 1 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
9. (Currently Amended) The system of ~~Claim~~ claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
10. (Currently Amended) The system of claim [[6]] 7 wherein ~~the localized interactive~~ content of the third set of non-EPG objects is uploaded in real time.
11. (Original) The system of claim 10 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.
12. (Currently Amended) A method, comprising:  
  
generating an interactive 3-D electronic programming guide (EPG) using a at least one of a plurality of objects stored at a location local to a user; and providing a communication module coupled to a network to receive localized content ~~from a separate computer device~~.
13. (Currently Amended) The method of ~~Claim~~ claim 12 further including storing in a memory [[a]] said at least one of a plurality of objects, wherein said at least one of a plurality of objects is associated with current programming events.

14. (Currently Amended) The method of ~~Claim~~ claim 13 performed by a set-top box, a television system, or a VCR.
15. (Currently Amended) The method of ~~Claim~~ claim 13 wherein the plurality of objects includes a first set of objects providing plurality of virtual worlds included in the 3-D EPG.
16. (Currently Amended) The method of ~~Claim~~ claim 15 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.
17. (Currently Amended) The method of ~~Claim~~ claim 16 wherein the second set of objects includes said localized content.
18. (Currently Amended) The method of ~~Claim~~ claim 17 wherein the plurality of objects includes a third set of non-EPG objects including objects used for e-commerce.
19. (Currently Amended) The method of ~~Claim~~ claim 18 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
20. (Currently Amended) The method of ~~Claim~~ claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
21. (Currently Amended) The method of ~~Claim~~ claim 20 further including uploading ~~the~~ localized interactive content of the third set of non-EPG objects in real time.
22. (Original) The method of claim 21 providing a user interface coupled to the EPG for a user to interact with the localized interactive content.

23. (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

generating an interactive 3-D electronic programming guide (EPG) using at least one of a plurality of objects stored at a user's location; and

providing a communication module coupled to a network to receive localized content ~~from a separate computer device~~.

24. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 23 stored in a set-top box, a television, or a VCR.

25. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

26. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 24 further including instructions to provide ~~[[a]]~~ said at least one of a plurality of objects associated with current programming events, including a first class of objects providing plurality of virtual worlds included in the 3-D EPG.

27. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 26 wherein the plurality of objects includes a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

28. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 27 wherein the memory in the system includes a third set of non-EPG objects including objects used for e-commerce.
29. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 28 wherein the 3D EPG includes a presentation of a virtual world related to content selected by a user.
30. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.
31. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 30 wherein a user of the system chooses a virtual world to display programming information.
32. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 28 wherein the second set of objects includes said localized content.
33. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 32 wherein ~~the localized interactive~~ content of the third set of non-EPG objects is uploaded in real time.
34. (Currently Amended) The machine-readable storage medium of ~~Claim~~ claim 33 further including a user interface for a user to interact with the localized interactive content of the 3D EPG.